

Sophie Artemigi
Games Designer
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Games - Lead Roles

Hook Up: The Game (2021-2022)

- Hook Up is a visual novel set in a dating app. It was created as part of my Master's during 2021 and was released on mobile in June 2022.
- My responsibilities included overseeing development from ideation to launch, project management, game design, narrative design, UX/UI design, programming, and business development.

Barely There (2020)

- Barely There is an absurdist horror walking sim for PC. It was created as part of my Master's and was showcased at IGF 2021.
- My responsibilities included game design, project management, narrative design/ implementation, overseeing dialogue recording and implementation, and designing a mini-game.

Games - Support Roles

Zellige: The Tilemaker of Grenada (2021)

- I designed the UI screens to highlight the game's Andalusian aesthetic and to allow the player to seamlessly transition between 2d and 3d gameplay.

Awards

- MCV/Develop 30 Under 30 2022
- The GameHers Awards 2022- Mobile Game of the Year Award - Finalist (Hook Up)
- IGF 2022 Student Game Awards - Honourable Mention (Hook Up)
- Indigo Awards 2022 - Honourable Mention (Hook Up)
- The Big Indie Pitch 2022 - Winner (Hook Up)
- BAFTA Prince William Scholarship 2020

Education

- **Games Design - The National Film and Television School - Master's Degree (2020-2022)**
- **French with Italian - The University of Warwick - Bachelor's Degree (2015-2019)**

Skills

- Design skills - Games design, programming (c#), narrative design, narrative systems design, UX/UI design.
- Soft skills - Pitching, empathetic listening, networking, research, creative problem solving.
- Software - Unity, FMOD, Adobe Suite, CSP, Inky, Twine 2, Yarn Spinner, Maya, Trello, Hack'n'Plan.